

# MyTamagotchi Project Pitch

Group number - 43

# Team 43

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# Overview

In our project we will create a platform in which the user will be able to create a creature with characteristics such as appearance, name, race and etc. After creating the creature, the tamagotchi will be in an environment in which the user can see the vitals of it such as: level of the health, hunger and mood, in addition there will be features to gain health or change the mood of the creature for example the user can feed the creature to increase the health or play game with it to enhance the mood.

# Overview continued...

## Stakeholders:

- 1) Game developers and studio employees - these are people responsible for the actual creation and production of the video game.
- 2) Investors - The investors provide financial support for the development of the game, which includes VC(venture capitalists), and angel investors.
- 3) Retailers - these are the people responsible for the selling of physical copies of the game.
- 4) Players - These are the primary users of the game in general and also provide feedback that can influence future updates and releases.

# Overview (part 3)

Customizations to the original Tamagotchi:

- 1) Add a evolution to the pets in the game, like pokemon where after feeding it a certain amount of food or having certain stats in the particular pet it will evolve to another version of the tamagotchi.

# Functional features

ID	Short name	Description	Champion
F1	Create tamagotchi	The player should be able to create a new tamagotchi with randomly selected attributes when the game is first launched and when a previous tamagotchi dies	
F2	Actions	The player should be able to make their tamagotchi do simple actions; feed, wash and put to sleep	
F3			
F4	...		
F5			
F6			

# Quality requirements

Time log



Signed Contract